VII. ABSTRACT

A system for extended player retention provides for game designs and devices, and even methods of play, that present jackpot events for a player which may never be lost or taken from them, which may include a display (3) decrementing the distance that the player is from the jackpot event, which may be based upon common events intrinsically included in the game, which may utilize a number of events for card and other types of games, and which even may provide for multiple jackpots in which the player is constantly presented with a seemingly achievable distances at all times. The system may involve devices or methods which can be accomplished through human interaction or through devices. Each is designed to achieve extended player retention in specific games. Differing types of jackpot occurrences can be seen by the player as progressing toward the final jackpot payout. In addition, the system can present games in which the player is constantly afforded a not-too-distant jackpot event.